

## **Annual Reminder to Get on to GEnie**

---

The JCGD has its own RT (Round Table) on GEnie. As a subscriber to the Journal, your time in the Game Design RT is absolutely free!

### **Logging On to GEnie**

GEnie can only be accessed during off-hours: weekday evenings after 6:00 PM, and all day weekends and holidays. Set up your telecommunications software to dial 800 - 638 - 8369. This is a national GEnie access number; you will want to find your local access number once you are logged on. You may need to prod it with a carriage return. At the prompt "U#=", type "XTX99623,JCGD" and a carriage return. This is our secret ID number that identifies you as a JCGD subscriber and allows you to sign up for GEnie without paying the normal sign-up fee. You will still need to supply a credit card number, and you will still have to pay normal charges for the time that you spend in other areas of GEnie; however, you will probably find these other areas well worth the expense.

Once you have logged on, you will need to send an EMail message to get set up. So move to the mail section of GEnie. Simply type MAIL<CR>, or navigate through the menu system to get there. The menu system for GEnie is quite clear and you should have no problem navigating your way to the mail area. Once there, select menu item 6 (Enter a Text Letter Online) to send a mail message to a fellow named "GM". This is Richard Mulligan, our immediate host. Carbon Copy your message to "CCRAWFOR". (that's me.) The subject of the letter should be "JCGD Free Flag". The content should be a short sentence such as, "Hello, here I am." When he receives your letter, Richard will set the flag in the GEnie system that insures that your time in the Game Design RT is not billed. When I receive the copy of your letter, I will open up the gates that allow you into the Inner Sanctum of the Game Design RT.

Don't be intimidated by all this; the GEnie system is completely menu-driven, so it is very difficult to screw up, even if you don't have a manual. Moreover, if you need help at any point, just type "HELP" and hit the carriage return and it will explain your options.

### **The Game Design RT**

At this point, you should type "JCGD" to go to the JCGD RT. It will ask you if you wish to enter the JCGD area; respond affirmatively and enter. The act of entering the JCGD RT tells the GEnie system that you are part of the JCGD database. This is important, because it's the only way that I can get you into the private areas. Select menu item 1 (Bulletin Board) to enter the Bulletin Board area of the RT. Look at a message or two, then leave.

The time that you spend in this first session will be billed against your credit card, so try to make it short, although the hourly charge of GEnie is so low that you needn't rush. You'll have to wait 24 hours for Richard Mulligan to set your JCGD Free Flag.

When you return the next day, Richard Mulligan will have set your JCGD Free Flag and I will have set access to the hidden areas of the RT. Type "JCGD" to get to the RT and, at the next prompt, type "1" to enter the bulletin board section.

You will find yourself in Category 1. There are fourteen categories. However, only the first ten are open to the public; categories 11 - 14 are hidden and secret. When you first enter the Bulletin Board area, GEnie won't know that you are one of the Chosen Few and will not let you into these categories. As far as you will be able to tell, categories 11 - 14 don't exist. Three conditions must be met in sequence before you can enter the Inner Sanctum: 1) you must copy me on the JCGD Free Flag EMail; 2) you must enter the Game Design RT; and 3) I must set the entry flag for you.

I've had a lot of problems with people failing to follow this sequence and then complaining to me that they can't get into the hidden areas of the RT. As soon as I receive your "JCGD Free Flag" mail, I will attempt to grant you access to the hidden areas. If you have not entered the JCGD RT, then the software will not recognize your name in my request, and will deny access. So please, make certain you follow the above sequence.